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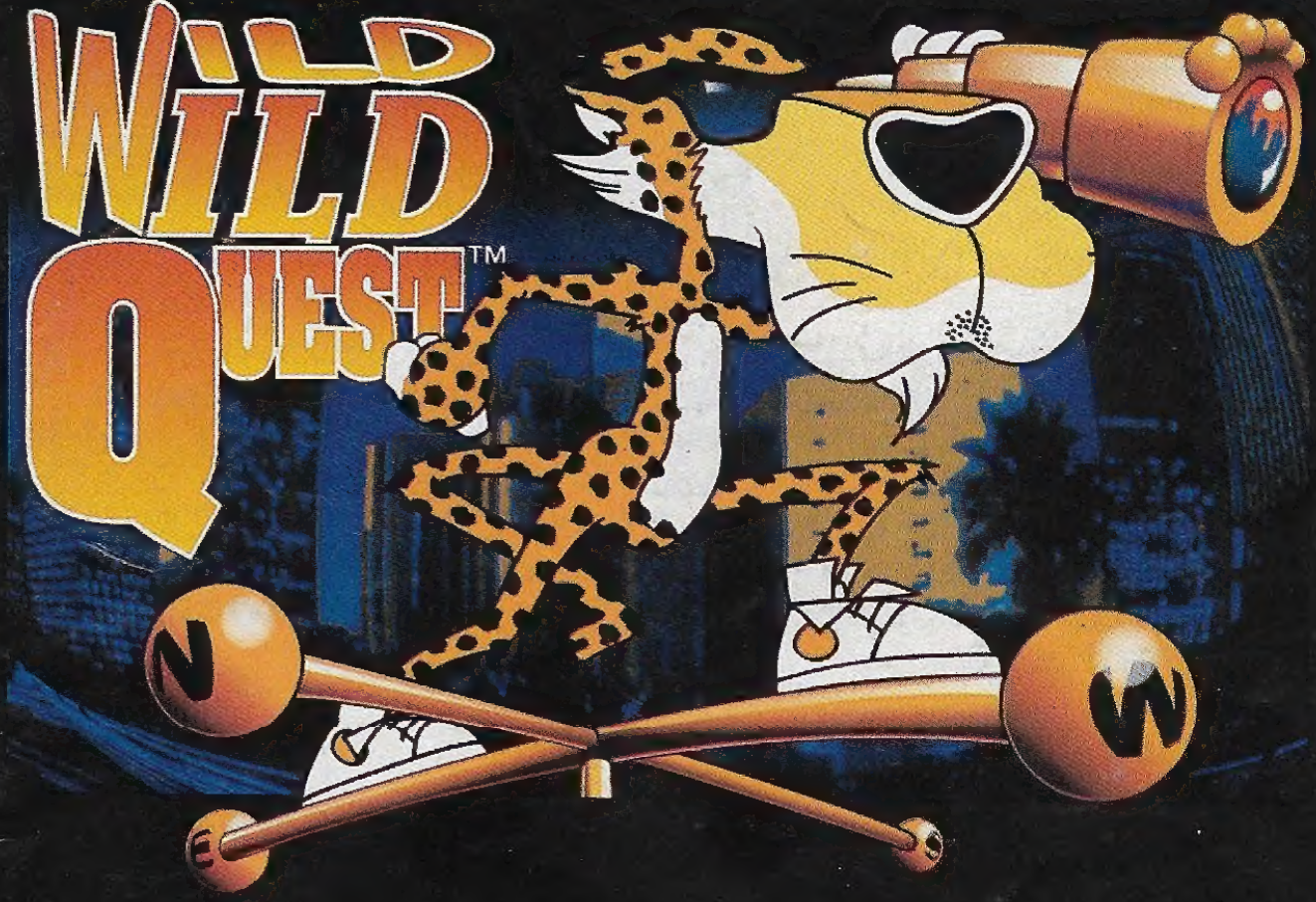
SNS-7C-USA

CHESTER CHEETAH®

WILD QUEST™



INSTRUCTION BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Chester Cheetah®...Wild, Wild Quest™

KANEKO USA, LTD.
1370 Busch Parkway
Buffalo Grove, IL 60089
708-808-1370

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INTRODUCTION

Chester Cheetah, here, inviting you to be my guest on a "Wild, Wild Quest." I busted out of the Four Corners Zoo in search of Hip City, USA, but Mean Eugene keeps gettin' in my way.

Like, I was cruisin' on my bike with the map to Hip City sittin' pretty in my saddle bag. Then talk about a drag, Mean Eugene raced out from a speed trap to snap up my map! That rat took flight in his rickety crate and scattered my map over the United States.

Now Mean Eugene's huntin' me down as I search town-to-town, until every shred of map is found. And when I snag all ten, I'm back on track to Hip City again.

Be shrewd, dude. You can choose to cruise in any direction across the United States. Once you find a missing map section, head in any direction to your choice of the next two cities on the U.S. map, which show the pieces Chester Cheetah needs to proceed to Hip City.

Wanna' feast your eyes on a special prize? There's an extra-wild ending in store for anyone who helps me score all ten pieces I'm searchin' for...

GETTING STARTED

Place the Chester Cheetah®...Wild, Wild Quest™ Game Pak into your Super NES and turn on the unit. The Kaneko® screen appears, followed by the legal screen, a series of introductory screens that describe the

game's storyline, and finally the title screen. If you don't want to view the introductory storyline, press **START** at any time to skip ahead to the title screen. To bypass the title screen animation sequence, press **START**.

You have two options on the title screen: GAME START, which takes you right into the game, and OPTIONS, which takes you to the Option Mode screen (described in the next section). Press **Left** or **Right** on the Control Pad to highlight your choice and press **START** or the **A Button.**

OPTIONS

From the Option Mode screen, choose any of four button configurations to control jumping and running (CONFIG), hear all of the game' s music and sound effects (SOUND TEST), and increase or decrease the level of challenge in the game (DIFFICULTY). To modify any of these options, press **Up** or **Down** on the Control Pad to align Chester's paw print with the option you wish to select and then press **START** (or the **A Button**). To exit the Option Mode screen, align the paw print with EXIT and press **START** (or the **A Button**). A description of each option follows.

CONFIG

There are four jump and run button configurations to choose from as follows:

TYPE A: This is the default configuration for the game. In this configuration, the **A Button** (or **X Button**) is used to jump and the **B Button** (or **Y Button**) is used to run (in tandem with **Left** or **Right** on the Control Pad).

TYPE B: In this configuration, the **B Button** (or **Y Button**) is used to jump and the **A Button** (or **X Button**) is used to run.

TYPE C: In this configuration, the **A Button** (or **B Button**) is used to jump and the **X Button** (or **Y Button**) is used to run.

TYPE D: In this configuration, the **X Button** (or **Y Button**) is used to jump and the **A Button** (or **B Button**) is used to run.

To select a configuration, press **Up**, **Down**, **Left**, or **Right** on the Control Pad and press **START** (or the **A Button**) when the configuration that you want appears on the screen.

SOUND TEST

You can hear all of the music and sound effects in the game from the SOUND TEST screen, as well as choose between stereo and monaural audio output. The music and sound effects are numbered next to the words SOUND NO. To hear the sounds, first make sure that the cheetah paw is aligned with SOUND NO (**Up** and **Down** on the Control Pad toggle the paw among SOUND NO, DISK NO, and STEREO/MONO). Then , press **Left** or **Right** on the Control Pad to change the sound number. Press the **A Button** to play the sound for the number that appears on the screen. Press the **B Button** to stop the sound.

There are two numbered disks: 01 and 02. Some of the tunes on DISK 01 are different from those on DISK 02. To change the disk number, align the cheetah paw next to DISK NO, press **Left** or **Right** on the Control Pad to

change the disk number, and then press the **A Button** to select the disk number that appears on the screen. Then, move the cheetah paw back up to SOUND NO and press the **A Button** t o play the numbered tune for the selected disk. For example, SOUND NO 02, DISK NO 01 is a different musical piece than SOUND NO 02, DISK NO 02.

Press **Left** or **Right** on the Control Pad when the cheetah paw is aligned with STEREO/MONO to toggle between the two and press the **A Button** to select the highlighted choice.

To exit the SOUND TEST screen, press **START**.

DIFFICULTY

There are three difficulty levels: EASY, NORMAL, and HARD. The game's default difficulty level is NORMAL. The higher the difficulty level, the more enemies Chester encounters and the more difficult they are to eliminate (Chester has to jump on them a greater number of times).

Press **Up**, **Down**, **Left**, or **Right** on the Control Pad to toggle among the three difficulty levels and press **START** (or the **A Button**) to select the difficulty level that you want when it appears on the screen.

PLAYING THE GAME

Chester Cheetah's goal is to collect a piece of map in each of the game's nine regular levels without losing all of his lives through contact with enemies or hazards and without running out of time. Chester starts out each level with three lives, but earns additional lives by collecting powerups as described in the POWERUPS AND SCORING section of the manual. Note that additional lives do not carry over into the next level.

Once Chester has the map piece in each level, he must walk all the way to the right edge of the screen under the area marked by a GOAL sign. After each of these nine levels, Chester must defeat the "boss" that appears after he reaches the GOAL sign with his collected map piece. In addition, there's a bonus game in which Chester collects as many powerups as he can. The bonus game appears if Chester has collected enough cheetah paws. In the tenth and final level, Chester finds himself in an auto race with Mean Eugene.

There are lots of powerups and bonuses (described in the POWERUPS AND SCORING section). And Chester has plenty of running and jumping maneuvers to avoid or to attack his enemies (described in the CONTROLLER FUNCTIONS DURING A GAME section). Chester's only means of getting rid of enemies is to jump on them. In some cases, more than one direct hit is necessary to clear an enemy from the screen.

U.S. MAP SCREEN

After you select GAME START from the title screen, the U.S. MAP screen appears. The map serves as Chester's entry point to the different levels of the game. When you first start, you can choose to begin any of three levels: Euphreaka, Omahog, or Lostin. (We find Euphreaka to be the easiest

level in the game.) Each time you complete a level (including defeat of the level boss), you get a choice of one or two new cities (levels) to play.

The U.S. MAP screen shows nine of the ten cities that Chester needs to visit to recover the map pieces to Hip City that Mean Eugene has scattered across the country. The signpost at the top of the screen shows the cities that Chester is eligible to visit. When you begin the game, EUPHREAKA appears on the top sign.

Press **Left** or **Right** on the Control Pad to toggle among EUPHREAKA, OMAHOG, and LOSTIN, the first three levels available to you. Press **START** (or the **A Button**) to select the city you want to start in when it appears on the sign to begin a level.

Map pieces float above cities that Chester can visit on the map. When you win a level, the map piece for that city moves to the bottom of the map to indicate that you have collected the map piece. The cheetah paw hovers over the city indicated on the signpost.

When you win a level, two new levels or one new level and one level that you've already completed appear on the top and bottom signs on the signpost. Press **Up** or **Down** on the Control Pad to toggle between the two. After you complete two of the first eight levels, you may replay any completed level. If you want to replay a level that doesn't appear immediately on one of the signs, select the completed level that does appear on the sign, which brings up the prompt PLAY AGAIN? Press **Up** or **Down** on the Control Pad to toggle between YES and NO and press **START** (or the **A Button**) to select one or the other. If you answer YES, you go to the level you selected, but if you answer NO, you go back to the U.S. MAP screen with one or two different completed levels now on the signpost. Repeat this process until the completed level that you want to replay appears on the signpost, select that level, and this time answer YES to the PLAY AGAIN? prompt.

Chester's left paw points alternately toward either city on the signpost. Press **START** (or the **A Button**) to begin the level at which Chester's paw points. When you complete all nine levels, RALLY, the tenth and final level, appears on the sign. Once you reach RALLY, you no longer can go back to replay completed levels.

CONTINUE OPTION

"Continues" let you keep a game going even after Chester has used up all of his lives, but Chester has only three continues when you start the game. Chester goes back to the beginning of the current level when he loses a life and he goes back to the U.S. MAP screen when he uses a continue. The continue option appears when Chester runs out of lives. Press **Up** or **Down** on the Control Pad to align the cheetah paw with YES or NO and press **START** (or the **A Button**). If you select YES, you go back to the U.S. MAP screen for an opportunity to replay one of the levels you've already played. If you select NO, you go back to the introductory storyline to restart the game from the beginning. If you don't select YES or NO within ten seconds, it's the same as selecting NO. Earn extra continues either by having at least 100 cheetah paws when you win a level or by winning an extra continue during the special bonus that appears at the end of a level (before the level boss appears).

LEVELS, BOSSES, ENEMIES

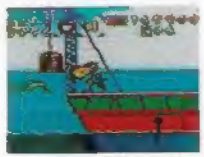
Chester's Quest for the map to Hip City takes him to ten U.S. cities, including the final showdown with Mean Eugene. Here's some information about each level.

Euphreaka, California

Level Description:	Beach
Enemies:	Skateboarders, sand crabs, buzzards
Boss:	Beach Lady
Time Limit:	100

Omahog, Nebraska

Level Description:	Farm
Enemies:	Pigs, scarecrows, pitch forks
Boss:	Mean Eugene Tractor
Time Limit:	300



Lostin, Massachusetts

Level Description:	Lostin Harbor
Enemies:	Fish, pirates, crows
Boss:	Mean Eugene Submarine
Time Limit:	400

Not-So-Great Falls, Montana

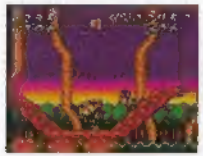
Level Description:	Waterfalls
Enemies:	Buzzards, bulls, fish
Boss:	Mean Eugene Biplane
Time Limit:	300

Quakersfield, California

Level Description:	Dilapidated bridge
Enemies:	Dogs, skunks, falling pavement
Boss:	Apple-Picking Machine
Time Limit:	200

Little Shock, Arkansas

Level Description: Electrifying!
Enemies: Lightning bugs, robots, electric eels
Boss: Thor the Thunder Cloud
Time Limit: 400

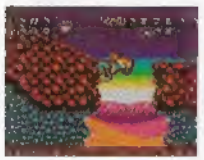


Un-Clearwater, Florida

Level Description: Swampland
Enemies: Snakes, alligators, lizards
Boss: Chester-eating Plant
Time Limit: 400

Numb, Alaska

Level Description: Frozen Tundra
Enemies: Penguins, Eskimos, walruses
Boss: Mean Eugene Mechanical Seal
Time Limit: 300



Wallup, New Mexico

Level Description: Desert
Enemies: Skateboarding dogs, cactus, buzzards
Boss: Mean Eugene UFO
Time Limit: 300

Rally, North Carolina

Level Description: Race Track
Boss: Mean Eugene Race Car

Bonus Game

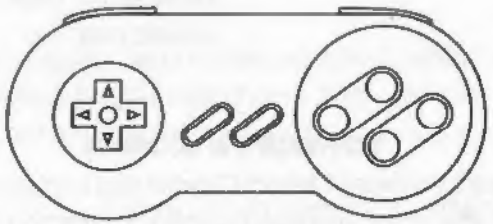
Collect all of the cheetah paws that you can to beef up your score!

CONTROLLER FUNCTIONS DURING A GAME

Chester Cheetah walks, runs, jumps in a variety of ways, drives a motorcycle (in the bonus game), drives a car (in the game's final showdown with Mean Eugene), breaks through certain rocks, ice, and bridges by using his super jump to smash them with his head or by stomping on them, and climbs up or drops down from precarious precipices that he can dangle from.

The button controls for running and jumping described below apply if you are using the game's default button configuration (**A Button** to jump, **B Button** to run). Note that in this default configuration, the **X Button** can be used instead of the **A Button** and the **Y Button** can be used instead of the **B Button**. If you choose a different button configuration from the Option Mode CONFIG screen, substitute the buttons that you have selected that correspond to those listed below.

Here's a list of all of Chester's cool moves. Note that while Chester drives the car or the motorcycle, only forward (**Right** on the Control Pad), backward (**Left** on the Control Pad), and the normal jump button apply.



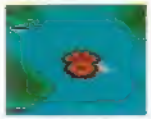
Left Walk left or move left while in air or under water. While in car or on motorcycle, move backward.

Right	Walk right or move right while in air or under water. While in car or on motorcycle, move forward.
Down (while on a surface)	Duck.
Down (while hanging on edge)	Drop down.
Down (during super jump)	Sudden drop from jump to break through certain rocks, ice, or bridges or to stomp enemy.
A Button (while on a surface)	Jump straight up. Jump also works when in car or on motorcycle.
A Button (while hanging on edge)	Climb up.
A Button (in mid-air or under water)	"Swim" and rise a little. Press A Button repeatedly to stay aloft longer and rise higher.
Left or **Right** + **B Button**	Run left or right (release Control Pad or button to stop running).
Left or **Right** + **A Button**	Jump left or jump right (hold A Button longer for longer jump). Also works when in car or on motorcycle.
Left or **Right** + **B Button** + **A Button**	Running jump (an effective attack move).
Down + **A Button**	Super jump (enables Chester to reach hidden, off-screen powerups).
START	Pause game. Press START again to resume play.

POWERUPS & SCORING

Collect powerups by moving Chester Cheetah into contact with them. Powerups either give you extra paws (points) or extra lives. Here's a complete list of items that Chester can collect during the game, followed by a list of points that you can earn.

POWERUPS

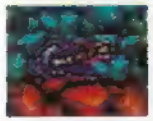

Small paw - counts as 1 paw

Medium paw - counts as 3 paws

Large paw - counts as 10 paws

Sunglasses - 1 up (1 extra life)

White sneakers - 3 up (3 extra lives)


Guitar - 5 up (5 extra lives - and Chester performs his solo act!)

Cheese puffs - keep Chester alive after contact with an enemy or hazard. Chester uses cheese puffs automatically when he needs them, and he can only hold one bag at a time.

Map piece - There's one on every level, and Chester must find and collect it before heading for the GOAL (exit) in order to clear the level and move on to the level boss.

"Pal" Panels of Chester's friends - Pictures of some of Chester's closest pals, Daryl Dog, Hip-O, and Funky Monkey, appear in every level, and when collected they increase Chester's chances to get special bonuses at the end of each level (such as an extra continue).

Note: If you have at least 100 cheetah paws when you clear a level, you get one extra continue (at the start of the game, you have three continues.)

SCORING

Items	Points
Small Paw	10
Medium Paw	50
Large Paw	100
Guitar	5 UP (plus 200 points)
Sneakers	3 UP (plus 100 points)
Sunglasses	1 UP (plus 50 points)
Monkey "Pal" Panel	1000
Hippo "Pal" Panel	1500
Dog "Pal" Panel	2000

Enemies	Points
Old Razor Back	100
Eylboo	1500
Bighorn	200
Skateboarder	100
Bull	100
Skunk	100
Buzzard	800
Skateboarding Dog	50

Scarecrow	100
Alligator	200
Baby Pig	50
Fish	100
Scorpion	50
Penguin	50
Sandcrab	50
Walrus	100
Electric Eel	200
Rattlesnake	50
Welding Robot	50
Pirate	1000
Crow	40
Lightning Bug	200
Chameleon	600
Eskimo	800

Bosses	Points
Fat Lady (Euphreaka)	4000
Apple Picking Machine (Quakersfield)	10,000
Thunder Cloud (Little Shock)	10,000
Seal (Numb)	5000
U.F.O. (Wallup)	4000
Man-eating Plant (Un-Clearwater)	10,000
Airplane (Not-So-Great Falls)	10,000
Submarine (Lostin)	10,000
Tractor (Omahog)	7000
Car (Rally)	20,000

ON-SCREEN DISPLAYS

The status bar at the top of the game screen indicates the following:

TIME LEFT: The numbers next to the alarm clock in the top, left corner of the screen indicate how much time Chester Cheetah has to complete the level.

CHEETAH PAWS: The numbers next to the cheetah paw below the alarm clock indicate how many cheetah paws Chester has collected.

CHEESE PUFFS: Two boxes appear to the right of the alarm clock. The one on the left indicates whether or not Chester has collected a bag of cheese puffs, which give him an extra life. The cheese puff bag appears in the box if Chester has collected cheese puffs.

MAP PIECE: The box on the right indicates whether or not Chester has collected the map piece for that level. The map piece appears in the box if Chester has collected it.

SCORE: Your point score is indicated by the numbers in the top, right corner of the screen.

LIVES LEFT: Below your score, the number of Chester's remaining lives is indicated.

In addition, the high score and the name of the current stage appear on the screen when the game is paused.

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1370 Busch Parkway
Buffalo Grove, IL 60089
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BUFFALO GROVE, IL 60089